

Alan R. Moon

TICKET TO RIDE®

The steady rhythm of the train offers a promise of adventure as the early 20th century landscapes of North America slide by.

Ticket to Ride® is a cross-country train adventure game. Players compete to connect different cities by claiming railway routes on the colorful map.



8+
AGE

2-5
PLAYERS

30-60
MINUTES

**DAYS OF
WONDER®**

Components

- ◆ 1 rules booklet
- ◆ 1 game board (a map of North American train routes)
- ◆ Plastic trains in 5 colors (a few extra in each color are included, so make sure that you start each game with 45 trains per player)
- ◆ 5 scoring markers (1 of each train color)
- ◆ 1 longest path bonus card



- ◆ 33 tickets



- ◆ 110 train cards: 12 each in the 8 colors of the routes on the board (purple, red, orange, yellow, green, blue, white, black) and 14 locomotives that are wild cards



Setting up the Game

1. Place the board in the center of the table.
 2. Each player takes a set of 45 plastic trains along with the matching scoring marker.
 3. Each player places their scoring marker on the 0 spot of the scoring track running around the edge of the board (1). Throughout the game, each time a player scores points, they will advance their marker accordingly.
 4. Shuffle the train cards and deal a starting hand of 4 cards to each player (2).
 5. Place the remaining deck of train cards near the board and turn the top 5 cards from the deck face up. If at least 3 of the 5 face up cards are locomotive cards, all 5 cards are immediately discarded in a face up pile and 5 new ones are turned face up to replace them (3).
 6. Place the longest path bonus card face up next to the board (4).
 7. Shuffle the tickets and deal 4 cards to each player (5). Each player secretly looks at their tickets and decides which ones they wish to keep. A player must keep at least 2, but may keep more if they choose. Any returned cards are shuffled together and put at the bottom of the ticket deck which is then placed next to the board (6).
- You are now ready to begin.

Object of the Game

The object of the game is to score the highest number of points.

You score points by:

- ◆ Claiming a route between 2 adjacent cities on the map
- ◆ Successfully completing the tickets you kept
- ◆ Creating the longest continuous path of routes

Warning: You lose points by failing to complete tickets you kept.

Completing a ticket

To complete a ticket, you need to link both cities named on that ticket with a continuous path of plastic trains in your color.



The Game Turn

Determine the first player by a method of your choosing. Play then proceeds clockwise around the table, each player taking **1 turn** at a time until the game ends. On your turn, you must perform **1 (and only 1)** of the following 3 actions:

1. Draw train cards
2. Claim 1 route
3. Draw tickets

1. Draw Train Cards

You can use your turn to draw train cards. If you do, you may draw 2 of them. Either of these cards can be drawn from the 5 face up cards next to the board or from the top of the deck (a blind draw). After drawing a face up card, immediately replace it with a new card taken from the top of the train deck.

If, at any time, 3 of the 5 face up train cards are locomotives, all 5 cards are immediately discarded, and 5 new cards are turned face up to replace them.

You may have any number of cards in your hand at any time. When the train deck is exhausted, all discarded train cards are reshuffled into a new deck. The cards should be shuffled thoroughly, since most of the cards will have been discarded in sets.

In the unlikely event that there are no cards left to draw and there is no discard pile, a player cannot take the "draw train cards" action. Instead they may only take the "claim 1 route" or "draw tickets" actions.

Locomotives

Locomotives are multi-colored and are wild cards that can be part of any color set when claiming a route.



If you want to draw a face up locomotive, **it must be the first** train card you draw this turn and you **cannot then draw a second card**.

Note: If you are lucky enough to get a locomotive from the top of the deck in a blind draw, it counts as a single card and you may still draw a total of 2 cards that turn.

2. Claim 1 Route

You can use your turn to claim 1 route. A route is a set of continuous colored spaces (in some instances, gray spaces) between 2 **adjacent** cities on the map.

To claim a route, play as many train cards as the number of spaces in the route. The set of cards played must match the color of the route (see Example 1). Place 1 of your plastic trains on each of these spaces, then discard the cards you used to claim the route.



Notes:

- Gray routes can be claimed playing a set of cards of **any 1 color** (see Example 2)
- You may only **claim 1 route** on your turn
- You may claim **any open route** on the board; it does not have to connect to any of your other claimed routes
- You must claim the **entire route** in a single turn

Some cities are connected by double-routes (2 routes of the same length between the same cities). The same player cannot claim both of these routes.

Note: In 2 player or 3 player games, only 1 of the double-routes can be claimed. A player can claim either of the 2 routes, but the second route is then closed; no player can claim this second route.



When you claim a route, record the points it was worth by moving your scoring marker on the scoring track according to this table:

1		1
2		2
3		4
4		7
5		10
6		15

3. Draw Tickets

You can use your turn to draw more tickets. To do so, draw 3 tickets from the top of the ticket deck. If there are fewer than 3 tickets left in the deck, only draw the ones that are available.



You must keep at least 1 of the tickets you just drew. Any returned tickets are placed at the bottom of the ticket deck in any order you want.

Note: You can only discard tickets you just drew, not tickets you already had in your hand.

Keep your tickets secret from the other players until the end of the game. You may have any number of tickets during the game.

Game End

When a player's stock of plastic trains gets down to only 0, 1, or 2 trains left at the end of their turn, each player, **including that player**, gets 1 final turn. The game then ends, and players calculate their final scores following this sequence:

1. Players should have already accounted for the points earned as they completed different routes. To make sure no mistakes were made, you may want to recount the points for each player's routes.
2. Players reveal all tickets they kept. The value of successfully completed tickets is added to their total score. The value of any incomplete tickets is deducted from their total score (see Example 3).

Example

SCORING TICKETS

Blue managed to complete both the "Montréal - Atlanta" and "New York - Atlanta" tickets, adding 15 points to their score.

On the other hand, Green completed "Sault Ste. Marie - Nashville" but failed to complete "Atlanta - Washington" resulting in a net gain of only 4 points.

3. The player who has the longest continuous path of plastic trains receives the bonus card and adds 10 points to their score. In the case of a tie for the longest path, all tied players score the 10 bonus points.

- When evaluating and comparing path lengths, only take into account continuous lines of plastic trains of the same color.
- A continuous path may include loops, and pass through the same city several times, but a given plastic train may never be counted twice in the same continuous path.

The player with the most points wins the game.

If 2 or more players are tied for the most points, the player who has completed the most tickets wins. In the unlikely event that they are still tied, the player among them (if any) with the longest path card wins. Otherwise, those players share the victory.

Game design by Alan R. Moon

Illustrations by Fajareka Setiawan
and Régis Torres

Graphic Design by Cyrille Daujean

Editing by Jesse Rasmussen

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